Petr Svarovsky

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Developer and designer. Makes complicated things simple. Created several successful apps and games. Helped corporations with research and prototypes. Presented his works at major international festivals and conferences incl. Venice Biennial, Ars Electronica, and Droidcon. Educated many students in creative coding in higher education.

EXPERIENCE

Senior UX Designer (December 2020 - Present)
GrepS
- Created social media campaigns and acquired early adopters.
- Communicated with users, studied their behavior, and collected data.
- Improved UX flow.
- Improved value proposition.
- Improved app mechanics.

App and Game Developer (January 2011 – Present)
Carrot Pop, Oslo, Norway
- Created a popular "S.M.T.H. (Send Me To Heaven)" Android game with over 1M registered users.
- Created an innovative "FoldSwallow" game for an entrepreneur. The game scored #1 in the App Store (CZ).
- Created the "Remake Recorder" iOS and Android app for the Ultima contemporary music festival in Oslo.
- Created the "Hvem er du?" educational web app for the Norwegian government (Kulturtanken).

New Media Art Lecturer (January 2003 – December 2012)
Oslo National Academy of the Arts, Oslo, Norway
- Managed the New Media Department.
- Created teaching plans.
- Introduced Creative Coding to the curriculum.
- Presented the institution at international conferences and contributed to academic publications.

Freelance Consultant (January 1993 - Present)
Prague, Czech Republic; Oslo, Norway
- Designed and developed mobile apps for Vodafone R&D.
- Designed and developed a VR museum for Skoda-Volkswagen.
- Designed and developed virtual prototypes for BMW.
- Created CGI visualizations for the National Gallery in Prague.
- Created jingles and intermissions for Nova TV

Assistant Lecturer / System Administrator (January 1996 – December 2002)
Academy of Fine Arts in Prague, Prague, Czech Republic
- Created curriculum.
- Managed Media Lab.
- Provided Web development and programming classes.
- Presented the institution at international events.

EDUCATION

Academy of Fine Arts in Prague
Master of Fine Arts, New Media Art, June 1997

Charles University in Prague
Master in Education, Fine Arts Education, June 1988

SKILLS

Coding
HTML, CSS
JavaScript incl. common libraries
Python, Java, Kotlin, Swift, Lua
REST APIs
SQL and NoSQL databases

Design
User Research
Design Strategy
Wireframing
Graphic Design
Interaction Design
User Interface
Prototyping
Usability Testing

Tools
Xcode, Android Studio, Intelli J IDEA, Eclipse, Git, Photoshop, Illustrator, InDesign, XD, Sketch, Figma

TALENTS

Ability to turn numbers into emotions
Ability to make complicated things simple
Ability to imagine the future and plan for it
Ability to think out of the box.

ACTIVITIES

Interests
Skiing, Outdoor, Wildlife, Art, Music

Languages
English, Czech, Russian, Norwegian

Volunteer Experience
Teaching children game development

Fun Fact
Holds a certificate in Special Effects from ILM